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FAST ATTACK BOATS™

A GAME OF THE ARAB-ISRAELI NAVAL WAR-1973

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FAST ATTACK BOATS™

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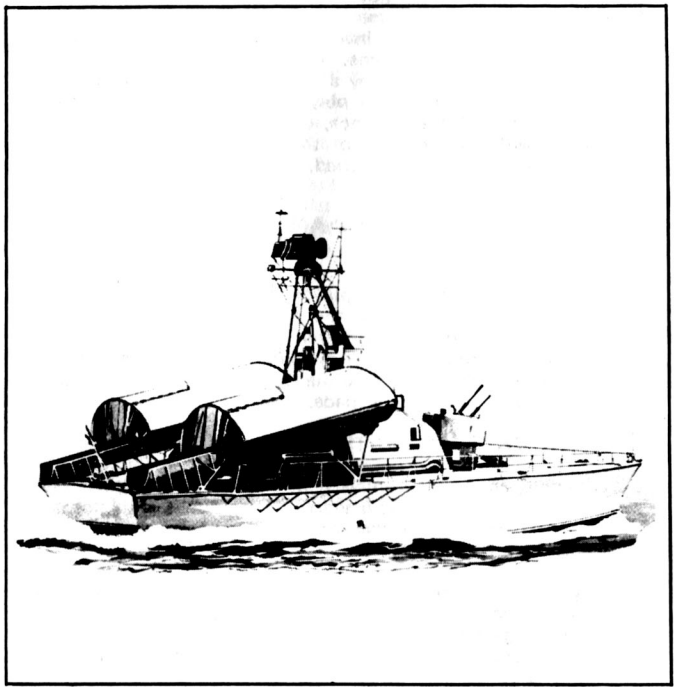


INTRODUCTION TO THE RULES

I. GENERAL INTRODUCTION

FAST ATTACK BOATS is a stylized game of skill and strategy covering the naval actions during the Arab-Israeli War of October, 1973. These actions were part of the first naval war in history where the major battles were decided by the use of small craft armed with surface-to-surface missiles. This game is not intended to be an exact simulation or re-creation of the historical events, but is designed to provide a fast-moving, exciting *game* that captures some of the flavor of the actual events.

These rules need not be memorized, but should be carefully and thoroughly read. The most commonly needed information is given on the Game Cards for ready accessability during play. The rules should be used as a reference for questions that arise during the playing of a game, and a Table of Contents is included for ease in locating needed rules. The rules do not have to be learned at one sitting. Games can and should be played using only the Battle Game Rules until these are mastered. Then read and learn the Strategic Game Rules and play some games with those. The Optional Rules should be learned last, and selected Optional Rules used as desired. There is no need for a new player to read further than the end of the Battle Game Rules before starting the first game.

II. THE NUMBER OF PLAYERS

FAST ATTACK BOATS may be played by two or three (see Optional Rules) players.

III. A BRIEF DESCRIPTION OF THE GAME

Each player controls and commands a force of small armed boats, either Arab or Israeli. The player's task is to destroy or drive off all enemy boats on the gameboard. The players must maneuver their boats and missiles in the most efficient manner to avoid damage, while, at the same time damaging and destroying the opposing boats.

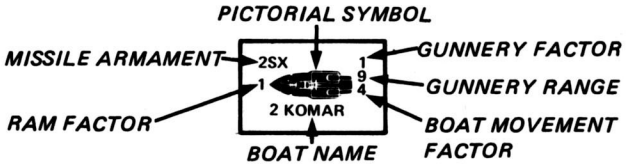
IV. THE GAME EQUIPMENT

The following components are used for the play of *FAST ATTACK BOATS.* Please inspect these components carefully, and familiarize yourself with them while reading through this section.

A. THE PLAYING PIECES: The game includes 179 playing pieces which are die-cut and must be punched out of their frame for use. These playing pieces are called "units".

The units show the various boats and missiles used in the game. The brown units show the Arab forces, the black boats being Egyptian and the yellow boats being Syrian. The brown missiles can be used by both Arab navies. The blue units show the Israeli boats and their missiles. The units contain some of the information needed to play the game, the content of this information being shown by its location on the unit. Carefully examine the examples below:

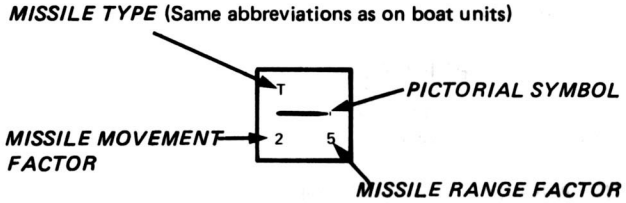
1. BOAT UNITS: Most of the boat units are three-quarters by one-half inches in size, except for the tiny Syrian "P4" torpedo boats. The information on all boat units is presented in the following format:



MISSILE ARMAMENT ABBREVIATIONS: Note that the Syrian "T-43" boat unit carries no Missile Armament.
M1: Gabriel Mark 1 Missile.
M2: Gabriel Mark 2 Missile.
SX: Styx Missile.
T: Torpedo.

The number printed in front of the abbreviation indicates how many of each type of missile unit a boat unit carries.

2. MISSILE UNITS: All missile units are one-half by one-half inches in size. The information on all missile units is presented in the following format:



3. VICTORIES UNITS: These units, one blue and one brown, are used to mark the victories of the opposing sides in the Strategic Game. They are not used in the Battle Game.

B. THE GAMEBOARD: The gameboard forms the surface on which the units are placed and moved. It has a pattern of hexagons (called "hexes") printed on it to determine the movement, facing, and exact positions of the units. Each hex has a four-digit identification code that serves as its designation. Most of the hexes are printed in dark blue, but the lighter blue hexes on the ends of the gameboard are called "Entry Hexes".

C. PLASTIC BAGS: Two plastic bags are included for the separation and storage of the units after they are punched out. The Arab units should be kept in one bag, and the Israeli units in the other. Squeeze the air out of these bags before sealing them to hold the units so that the resulting packages will be as flat as possible for storage.

D. GAME CARDS: The Game Cards contain the most used Charts and Tables needed for playing the game. Two different Game Cards are provided, one for the Israeli player and one for the Arab player.

E. RULEBOOK: This booklet contains all the rules of play for the game, some additional reference material, and a copy of the Boat Hit Record Sheet. The Boat Hit Record Sheet should be duplicated on a copier, then enclosed in a clear plastic document protector for use in games.

F. OTHER: The following are not included in the game, but are necessary for play:

1. Two standard six-sided dice, one white and the other colored.

2. One grease pencil or china marker. This is used to mark on the Boat Hit Record Sheet, and can be erased with a piece of tissue paper or soft cloth.

G. GAME EQUIPMENT STORAGE: When not in use, the plastic bags containing the units, the Game Cards, the rulebook, and the copy of the Boat Hit Record Sheet can be stored in the pockets of the gameboard/game cover jacket. A couple of rubber bands around the folded jacket will hold the stored components in place when the game is not in use.

THE BATTLE GAME RULES

I. INTRODUCTION TO THE BATTLE GAME RULES

The Battle Game Rules cover the play of *FAST ATTACK BOATS* in its simplest form. Each Battle Game played represents only one small combat involving only a small proportion of the units included in the game. After reading the Battle Game Rules, new players should play a few games to familiarize themselves with the mechanics of play and develope some tactical expertise. After this experience, the Strategic Game, which is concerned with the strategy of the commitment of units to individual battles, can then be tried.

II. BATTLE GAME SET UP AND PREPARATION FOR PLAY

A. SIDE SELECTION: Each player rolls one die. Roll again to break ties. The player with the high roll may choose to be either the Arab or the Israeli player. The Arab player may further choose to use either the Egyptian or Syrian navies for the game. The players should take the Game Cards for their respective sides after the decision is made.

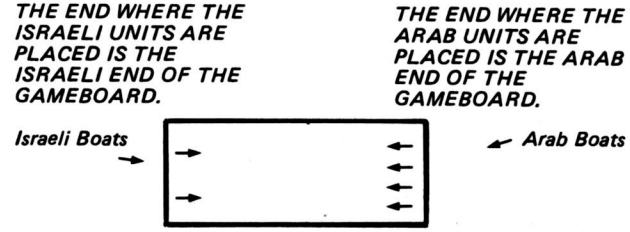
B. SELECTING BOAT UNITS: Each boat unit in the game is worth a certain point value, which is listed on the Game Cards. *For example, an Arab "Komar" boat unit is worth 7 points, and the Israeli "Saar" boat unit is worth 15 points.* A total number of points determined for the game is used to "purchase" boat units for use in the game.

1. Players must decide on the total number of points to be used for the game. Fifty points makes a good total for some small, early games, but any total up to about one hundred points will give a good game without an excessive number of units involved.

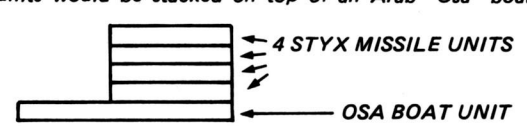
2. Once the total number of points to be used is decided, the players may choose any combination of boat units to make up their forces that does not exceed the total number of points. A further restriction on selections is the limited number of boat and missile units in the counter mix. There must be enough units available to deploy the selected forces on the gameboard. *For example, for a 50 point game, the Israeli player might choose the "Eilat" (20 points), the "Acco" (20 points), and the "Misgav" (7 points) for a total of 47 points, and the Arab player might choose to use five "Osa" boats (10 points each) for a total of 50 points.*

C. GAMEBOARD SET UP: The players place their boat units in the Entry Hexes at opposite ends of the gameboard. No more than one boat unit may be placed in each Entry Hex. All boat units must be placed to face directly towards the opposite end of the gameboard.

1. The Arab player always sets up his boat units first, followed by the Israeli player setting up his boat units.



2. Stack missile units on top of each boat unit according to the boat unit's printed Missile Armament. *For example, 4 "Styx" missile units would be stacked on top of an Arab "Osa" boat unit.*



III. THE BATTLE GAME SEQUENCE OF PLAY

The game starts when all set up and preparation is completed. The game is played in "Turns". Each Turn is divided into four "Phases", which must be performed in the order listed below. Some Phases are also divided into "Steps", which must also be performed in the given order. Simply pass over any Phases or Steps that do not apply during a given Turn. The Turn sequence is repeated over and over until the battle is completed.

A. THE BOAT MOVEMENT PHASE: The boat units are moved on the gameboard during this Phase, which is performed in the following order:

1. THE ARAB BOAT MOVEMENT STEP: The Arab player moves all of his boat units. Any Ram Combats caused by these movements are resolved as soon as they occur, and any hits marked and/or sunk boat units removed from the gameboard.

2. THE ISRAELI BOAT MOVEMENT STEP: After the Arab player has finished moving all of his boat units, the Israeli player moves all of his boat units. Any Ram Combats caused by these

movements are resolved as soon as they occur, and any hits marked and/or sunk boat units removed from the gameboard.

B. THE GUNNERY COMBAT PHASE: Both sides resolve any Gunnery Combats. These Gunnery Combats are considered to take place simultaneously, but can be resolved in any convenient order (simply ignore the effects of hits scored during this Phase until all of the Gunnery Combats are resolved). Mark any hits on the Boat Hit Record Sheet, and/or remove sunk boat units from the gameboard.

C. THE MISSILE MOVEMENT PHASE: The missile units are moved on the gameboard during this Phase, which is performed in the following order:

1. THE ARAB MISSILE MOVEMENT STEP: The Arab player should move all of his launched missile units.

2. THE ISRAELI MISSILE MOVEMENT STEP: The Israeli player should move all of his launched missile units.

D. THE MISSILE HIT PHASE: Both sides resolve any hits by missile units. These missile hits are considered to take place simultaneously, but can be resolved in any convenient order. Mark any hits on the Boat Hit Record Sheet, and/or remove sunk boat units from the gameboard.

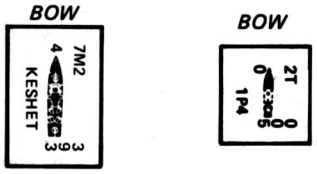
IV. GENERAL GAME PROCEDURES AND RULES

The following are all general rules that play a role in several different Phases of a Turn.

A. CONTROLLING PLAYER DEFINITION: A player *always* performs all moves and dice rolls for the boat and missile units of the side he commands. Thus, a player is *always* the "controlling player" for his own units.

B. BOAT UNIT FACING: Only boat units have facing. Missile units do not have facing.

1. The "front" or "bow" of a boat unit is the direction in which the pictorial symbol is pointing, as shown in the following examples:



2. Boat units must at all times be facing toward a definite hexside, not toward the angle of a hex. Be very careful with the placement of boat units with regard to their facings, so that no chances for confusion exist.

CORRECT
Facing a Hexside.

INCORRECT
Facing a Hex Angle.

C. READING THE DICE: Two normal, six-sided dice are required to play the game, one colored and one white. Both are rolled whenever a dice roll is called for by the rules. When rolled, they are read in the order colored die, white die to form combined numbers from "11" (lowest) to "66" (highest). *For example, if the colored die showed a "6", and the white die showed a "3", the dice number rolled is read as "63".*

D. READING AND USING THE COMBAT RESULTS TABLES: The Combat Results Tables, printed on the Game Cards, show columns for all types of missile units, for various Gunnery Factors, and for Ram Combat. On the left and right sides of the Tables are the "hits" caused by these Combats. The following procedure is used to resolve all Combats:

1. Find the appropriate columns on the Combat Results Tables for the Combat being resolved. *For example, if a missile hit for an Israeli Gabriel Mark 1 missile is being resolved, the "M1" column would be used. If gunnery hits for a boat unit with a "2" Gunnery Factor is being resolved, the "2" column in the Gunnery section would be used.*

2. Roll the two dice and find where the number rolled falls in the range of numbers printed in the columns. *For example, in the "M2" column, if a "32" were rolled, this would fall in the range of numbers "11-34". If a "56" were rolled, this would fall in the range of numbers "53-66".*

3. Read across the line containing the range of numbers to the right or left (whichever is most convenient) to find the results. *For example, on the "M2" column, if a "23" were rolled, the result would be a "Miss" (no damage), or if a "45" were rolled, the result would be a "30%" hit on the target boat unit.*

E. MARKING HITS ON THE BOAT HIT RECORD SHEET: Whenever a "Sunk" result occurs, or the total hits from all causes on a boat unit equals or exceeds 100%, the boat unit is eliminated, and immediately removed from the gameboard. Boat units with hits totalling less than 100% should have the percentage noted on the Boat Hit Record Sheet next to the boat unit's name. Additional hits should be added as they occur. *For example, the "Eilat" boat unit has suffered 40% hits, then an additional 20% hits for a total of 60% hits, as noted below:*

Eilat ~~40~~ 60

Either player may handle and mark on the Boat Hit Record Sheet during a game.

F. EFFECTS OF HITS ON BOAT UNITS: Boat units may sustain hits from missile units, Gunnery Combat, and/or from Ram Combat. Hit percentages, whether acquired singularly or cumulatively, effect the involved boat units depending on their current total percentage, as follows:

1. 0-40%: No effects on the boat unit.

2. 50-60%: The boat unit's Movement Factor is reduced by one for the rest of the battle. *For example, a "Komar" boat unit (Movement Factor of "4") with 50 or 60% hits would have a Movement Factor of only "3" available with this level of damage.*

3. 70%: The boat unit still has its Movement Factor reduced by one, and also has its Gunnery Factor reduced by one, if it has any.

4. 80-90%: The boat unit still has its Movement and Gunnery Factors reduced by one, but also has its Movement Factor additionally reduced by one more, for a total Movement Factor reduction of two.

5. SUNK OR 100% OR MORE: The boat unit has been sunk. It is eliminated and removed from the gameboard. Any missile units stacked on the boat unit are eliminated with the boat unit.

NOTE: For ease in reference, these effects are listed in the Hit Effects Charts on the Game Cards.

V. THE BOAT MOVEMENT PHASE – RULES FOR BOAT UNIT MOVEMENT

Both sides perform their Boat Movement Steps in sequence. The rules in this section apply to boat unit movements by both sides. Boat units are moved only during that side's Boat Movement Step. The Boat Movement Phase represents the maneuvering of the various boat units across the surface of the sea.

A. THE BOAT MOVEMENT FACTORS: Each boat unit has a maximum amount of movement it can make during the Boat Movement Phase. This is expressed numerically as that boat unit's Movement Factor, which is printed on the unit counter. A boat unit expends one number of its Movement Factor for each hex entered. *For example, a boat unit with a printed Movement Factor of "3" is moved into three hexes during its Boat Movement Step.*

B. GENERAL RULES OF BOAT MOVEMENT:

1. The player making his Boat Movement Step must move all of his boat units every Turn. All boat units must be moved a total number of hexes that is equal to their Movement Factor, unless Ram Combat occurs.

2. During movement, a boat unit can be moved in any direction or combination of directions permitted by the hex grid and by the rules of boat unit movement. Movement from hex-to-hex must be consecutive; a boat unit may not skip hexes.
a. A boat unit must advance into the hex towards which its bow faces.
b. At the start of a boat unit's movement, at least one hex must be entered before it may be turned (change facing).
c. After entering the first hex of its movement, the facing of a boat unit may be changed one hexside (sixty degrees) to either the right or left in each hex entered, including the last hex entered.

3. Movement Factors may not be transferred from unit to unit.

4. The player making his Boat Movement Step moves his boat units one at a time, calling out the movement expended as each hex is entered. The opposing player should observe carefully to confirm the legality of the moves, but may make no moves of his own.

a. The boat units may be moved in any order desired by the controlling player, but it is usually easiest to start on one side of the gameboard and work towards the other side. This avoids confusion as to which boat units have already been moved.
b. Once a player removes his hand from a boat unit, the movement of that unit is finished. The player may not return later to adjust or change the position of the boat unit in any way.

5. Missile units that have not yet been launched and are stacked on the boat units are moved with the boat units. These missile units remain with their boat units until launched.

6. Except for Ram Combat, covered in separate rules below, there may never be more than one boat unit ending movement in the same hex.

7. Boat units should never enter or pass through hexes containing missile units of their own side once the missile units have been launched. If a boat unit does pass through a hex containing missile units of the same side, the missile units are eliminated and removed from the gameboard. Boat units *may* enter or pass through hexes that contain missile units of the opposing side.

C. RAM COMBAT: "Ramming" occurs when boat units of the opposing sides are together in the same hex. Boat units may be moved through hexes containing boat units of the same side with no difficulties, although they may never end movement in the same hex. If a boat unit is moved into a hex containing a boat unit of the opposing side, Ram Combat will occur.

1. RAM COMBAT PROCEDURE: Both boat units are temporarily left in the same hex while the Ram Combat is resolved. The resolution of this Combat is done immediately, before going on to move any other boat units.
a. The player who moved the boat unit into the hex rolls the two dice, and consults the Ram column of the Combat Results Tables.
(1) The number rolled on the colored die is modified depending on the differences in the Ram Factors of the involved boat units. The difference is *added* to the colored die number if the moving boat unit's Ram Factor is larger than the Ram Factor of the opposing boat unit in the hex. The difference is *subtracted* from the colored die number if the moving boat unit's Ram Factor is smaller than the Ram Factor of the opposing boat unit in the hex. If the Ram Factors are equal, no modification of the colored die number takes place. *For example, if the Israeli "Hanit" boat unit (Ram Factor of "2") enters a hex containing an Arab "Komar" boat unit (Ram Factor of "1"), and a "5" is rolled on the colored die, this would modify the number rolled from "5" to "6".* Results are found in the normal way, once the modified number rolled is determined.
(2) If the modified colored die number is higher than "6", the result is automatically "Sunk". If the modified colored die number is less than "1", the result is automatically "Miss".
b. If the result for the moving boat unit is "Miss", the Ram Combat ends. If the result for the moving boat unit is anything but a "Miss" (even if the opposing boat unit is "Sunk"), the opposing player now rolls the two dice and consults the "Ram" column of the Combat Results Tables.
(1) The number rolled on the colored die is again modified depending on the differences in the Ram Factors. The difference is *added* to the colored die number if the moving boat unit's Ram Factor is smaller than the Ram Factor of the opposing boat unit that was originally in the hex. The difference is *subtracted* from the colored die number if the moving boat unit's Ram Factor is the larger of the two. If the Ram Factors are equal, no modification takes place. The results are found in the normal way, once the modified number rolled is determined.
(2) If the modified colored die numbers are higher than "6", or less than "1", the results are as in **(2)**, above.

2. All hits caused by Ram Combat are marked and/or sunk boat units eliminated.

3. Normal boat movement ends in the hex where a Ram Combat occurs, even if the moving boat unit has not moved its full number of hexes. Some movement may be required after the Ram Combat is resolved to avoid having two boat units in the same hex.
a. If one boat unit was eliminated in the Ram Combat, the other may remain in the hex.
b. If both boat units are still in the hex after resolving the Ram Combat, the moving boat unit must be removed and placed into one of the adjacent hexes.
(1) The adjacent hex must be "open", that is, containing no other boat unit.
(2) The adjacent hex may *not* be the one towards which the opposing boat in the Ram Combat hex faces.
(3) The moving boat unit is placed in the new hex by the controlling player, maintaining its original facing.

D. EXITING THE GAMEBOARD: Boat units must normally remain on the hex grid of the gameboard for the entire battle. They may exit or leave the hex grid only under certain conditions:

1. A boat unit may normally exit the hex grid only from an Entry Hex on the controlling player's end of the gameboard. A boat unit exits if it faces off the gameboard and is moved so as to leave the hex grid.

2. A boat unit may normally exit the hex grid only if it has taken hits and/or has launched all of its missile units. The Syrian "T-43" boat unit, which carries no missile units, may exit only if it has taken hits.

3. A boat unit that exits the gameboard without conforming to 1. and 2., above, is considered to be eliminated.

4. Once a boat unit is exited from the gameboard, it is out of the battle, and may not reenter later.

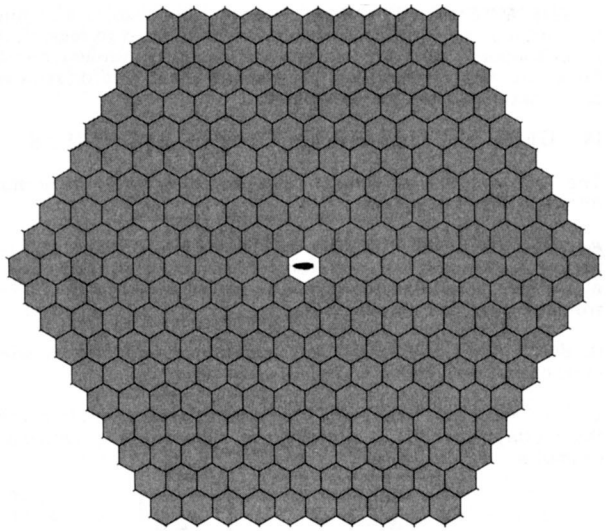
VI. THE GUNNERY COMBAT PHASE – RULES FOR GUNNERY COMBAT

The Gunnery Combat Phase follows the Boat Movement Phase. All boat movement must be completed by both sides before any Gunnery Combat is resolved. The Gunnery Combat Phase represents the firing of the cannons and machineguns on the boat units.

A. GUNNERY DETERMINATION: All Gunnery Combat is conducted from the positions that the boat units occupy after all boat movement is completed. All Gunnery Combat is considered to be simultaneous, although it can be conducted in any convenient order (simply ignore the effects of the current Gunnery hits until all Gunnery Combat is completely resolved). A boat unit using Gunnery Combat is called the "firing" boat unit, and the opposing boat unit that the Gunnery Combat is directed against is called the "target" boat unit.

1. Gunnery Combat may be used against any opposing boat unit within the nine hex Gunnery Range from the firing boat unit. This Gunnery Range extends in all directions.
a. The nine hex maximum range is determined by counting a continuous path of hexes in the shortest possible distance from the firing unit to the target unit. The hex containing the firing boat unit is not counted for this range, but the hex containing the target boat unit is counted.
b. Boat units, either of the same or of the opposing side, that are located between the firing and the selected target unit will not effect Gunnery Combat nor block it.

THE NINE HEX GUNNERY RANGE FROM A BOAT UNIT
(All Shaded hexes are within Gunnery Range)



2. All boat units are fired individually; the Gunnery Factors of a number of boat units may not be added together for one Gunnery Combat. A single boat unit may be used only once per Gunnery Phase for Gunnery Combat, and may be used to fire at only one single target boat unit per Gunnery Phase.

3. The controlling player may select *any* opposing boat unit located in Gunnery Range to be the target unit for a firing boat unit.

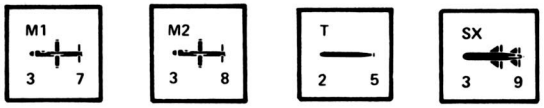
B. GUNNERY COMBAT PROCEDURE: Once it has been determined that Gunnery Combat is possible, the following procedure is followed:

1. In any convenient order, the players announce Gunnery Combats one at a time. The controlling player in each case announces which of his boat units is firing, and which opposing boat unit is the target.

2. After each is announced, the Gunnery Combat is resolved in the normal manner, using the appropriate column on the Combat Results Tables. Hits are marked on the Boat Hit Record Sheet or the target boat unit eliminated. For Gunnery Combat, if the target unit is a Syrian "P4" boat unit, the percentage of the Gunnery hit is doubled. *For example, if a "20%" hit was rolled against a "P4" boat unit, this would be doubled and marked on the Boat Hit Record Sheet as a "40%" hit.*

3. Gunnery Combats continue to be announced and resolved, one at a time, until all Gunnery Combats have been resolved.

VII. THE MISSILE MOVEMENT PHASE – RULES FOR MISSILE UNIT MOVEMENT



The Missile Movement Phase follows the Gunnery Combat Phase. All Gunnery Combat must be completed before any Missile Movements are made. The Missile Movement Steps are performed in sequence. These rules apply to the missile unit movements of both sides, except where noted as applying to only one side. The Missile Movement Phase represents the movement of the various missiles through the air or water toward opposing boat units. Only missile units that have been "launched" are moved during this Phase. Unlaunched missile units remain stacked on their boat units.

A. THE MISSILE MOVEMENT FACTORS: Each missile unit has a maximum amount of movement it can make during the Missile Movement Phase. This is expressed numerically as that missile unit's Movement Factor, which is printed on the unit counter. Like boat units, one number of a Movement Factor is expended for each hex entered by a missile unit.

B. THE MISSILE RANGE FACTOR: Each missile unit has a maximum number of Turns that it can remain on the gameboard once it has been launched. This is expressed numerically as that missile unit's Range Factor, and is printed on the unit. A missile unit with a Range Factor of "2" can remain on the gameboard for two Turns, once launched. A missile unit with a Range Factor of "3" can remain on the gameboard for three Turns, once launched. The following procedure is used to keep track of how many Turns a missile unit has been moving:

1. FIRST, OR LAUNCH TURN: The Turn a missile unit is launched is its first Turn of missile movement. The missile unit is moved, and remains face up so that the Pictorial Symbol of the missile can be seen.

2. SECOND TURN:
a. After making the second Turn's movement, a torpedo missile unit ("2" Range Factor) is eliminated and removed from the gameboard unless it has entered a hex containing a target boat unit.
b. After making the second Turn's movement, any missile unit with a "3" Range Factor is inverted (turned upside-down) unless it has entered a hex containing a target boat unit.

3. THIRD TURN: After making the third Turn's movement with the inverted unit, a missile unit is eliminated and removed from the gameboard unless it has entered a hex containing a target boat unit.

C. MISSILE UNIT FACING: Missile units have no facing.

D. LAUNCHING MISSILE UNITS: Missile units remain stacked on and are moved with their boat units until they are "launched" and begin to be moved independently during the Missile Movement Phase.

1. The controlling player decides when a missile unit or units is to be launched. They may be launched during any of that player's Missile Movement Steps. There is no requirement to launch missiles; it is purely the player's decision.

2. LAUNCH RATES: Israeli boat units may be used to launch one or two missile units each per Turn. Arab boat units may be used to launch no more than one missile unit each per Turn.

3. When a missile unit is "launched", it is removed from the stack of missile units on the boat unit and begins independent movement. Depending on the boat unit's facing, missile units may be launched into certain hexes adjacent to the launching boat unit's hex before beginning normal missile movement. These hexes are called "Launch Hexes".
a. Arab "Styx" missile units and all Arab and Israeli torpedo missile units may be launched only into the hex directly ahead of the launching boat unit, as shown in the diagram below:

b. Israeli "Gabriel" missile units (both "Mark 1" and "Mark 2") may be launched into any of the hexes shown below, in relation to the launching boat unit:

4. A missile unit's Launch hex counts as the first hex moved into by the missile unit during its first Turn of missile movement, and one number of the Missile Movement Factor is expended to enter the Launch Hex.

E. GENERAL RULES OF MISSILE MOVEMENT:

1. The player making his Missile Movement Step must move all of his launched missile units every Turn. Missile units may be moved any number of hexes equal to their Movement Factors, or less. No matter how many or how few hexes are moved, even if "0" hexes are moved, the missile unit expends one Turn of its Range Factor number.

2. During movement, a missile unit may be moved in any direction or combination of directions permitted by the rules of missile movement. Movement from hex-to-hex must be consecutive; a missile unit may not skip hexes.

3. Movement Factors may not be transferred from missile unit to missile unit.

4. The player making his Missile Movement Step moves his missile units one at a time, calling out the movement expended as each hex is entered. The opposing player should observe carefully to confirm the legality of the moves, but may make no moves of his own.
a. The missile units may be moved in any order desired by the controlling player, but it is usually easiest to start on one side of the gameboard and work towards the other side. This avoids confusion as to which missile units have already been moved. It is also usually easiest to first move all of the previously launched missile units on the gameboard before launching any new missile units and making their moves. Don't forget to invert missile units that have completed their second Turn of movement.
b. Once a player removes his hand from a missile unit, the movement of that unit is finished. The player may not return later to adjust or change the position of the missile unit in any way.

5. There may be any number of missile units together in the same hex at the same time. These missiles together in a hex may be from one or both sides.

6. Missile units should never enter or pass through hexes containing boat units of their own side once the missile units have been launched. If a missile unit or units does pass through a hex containing a boat unit of the same side, the missile units are eliminated and removed from the gameboard.

7. Missile units must end movement as soon as they are moved into a hex containing an opposing boat unit. If the Missile Movement Phase begins with a missile unit already in the same hex as an opposing boat unit, the controlling player is allowed to move the missile unit or units from that hex, if desired.

8. Missile units continue to be moved until their Range Factors are expended, or a hex containing an opposing boat unit is entered. Missile movements and missile hits may still be made even after all boat units of the side are eliminated.

VIII. THE MISSILE HIT PHASE – RULES FOR MISSILE HIT COMBAT

The Missile Hit Phase follows the Missile Movement Phase. All missile movements must be completed before any missile hits are resolved. The Missile Hit Phase represents the explosion of a missile unit on or near a target boat unit.

A. MISSILE HIT DETERMINATION: The resolution of all missile hits is considered to be simultaneous, although it can be conducted in any convenient order. A boat unit in the same hex as an opposing missile unit or units is called the "target" boat unit.

1. All missile units in the same hex as an opposing boat unit must be used against the target boat unit during this Phase, even if their effect is wasted. None can be saved for later movement and/or use against another boat unit.

2. All missile units in the same hex as an opposing target boat unit are eliminated and removed from the gameboard after the dice are rolled to resolve their hits.

3. Each missile unit has its hits individually resolved, one roll of the dice for each missile unit involved.

B. MISSILE HIT PROCEDURE: The following procedure is followed for each missile unit in the same hex as a target boat unit.

1. In any convenient order, the players announce the resolution of their missile hits. The controlling player in each case announces which missile unit he is using, and which boat unit is the target.

2. After each is announced, the Missile Hit Combat is resolved in the normal manner, using the appropriate column on the Combat Results Tables. Hits are marked on the Boat Hit Record Sheet or the target boat unit is eliminated.
a. For Missile Hit Combat, if the target unit is a Syrian "P4" boat unit, the boat unit is eliminated if any hit result (anything but a "Miss") is rolled, regardless of the percentage.
b. There are two columns for the Arab "Styx" missile unit on the Combat Results Tables. The "SX1-2" column is used to resolve Missile Hit Combat when the missile unit is in its first or second Turn after launching. The "SX3" column is used to resolve Missile Hit Combat when the missile unit is in its third Turn after launching.

3. Missile Hit Combats continue to be resolved, one at a time, until all have been resolved.

IX. BATTLE GAME VICTORY CONDITIONS – HOW TO WIN

A. The winner of a Battle Game is the player who has the *last* boat unit left on the gameboard.

B. If both sides lose their last boat units during the same Phase of the same Turn, the winner is the side which lost the fewest total points in the values of the eliminated boat units.

C. If both sides lose their last boat units at the same time, and the point values of the eliminated boat units on both sides are equal, the game is a "draw".

THE STRATEGIC GAME RULES

I. INTRODUCTION TO THE STRATEGIC GAME RULES

Players should master the rules and mechanics of the Battle Game before proceeding into the Strategic Game Rules. The Strategic Game provides a framework for using all of the boat units included in the game in a series of Battle Games that together form one long game that will consist of up to ten battles. The side winning the most battles will win the Strategic Game. All Battle Game Rules still apply, unless otherwise stated.

II. STRATEGIC GAME SET UP AND PREPARATION FOR PLAY

A. SIDE SELECTION: Sides are determined as in the Battle Game. The Israeli player will control all of the Israeli boat and missile units. The Arab player will control all of both the Egyptian and Syrian boat and missile units. The players will retain control of their respective sides in all the Battle Games that are part of a Strategic Game.

B. DEPLOYMENT CHART SET UP: Both players should take their respective Game Cards and place them conveniently in front of them, to one side or sides of the gameboard. The boat units are placed on the Deployment Charts on these Cards for the series of Battle Games that will be played.

1. ARAB DEPLOYMENT CHART SET UP: The Arab player must set up his Deployment Chart first. There are two main columns on the Chart, the Egyptian Navy column and the Syrian Navy column, and only boat units of the appropriate nationality may be placed in each column. Each column is divided into five "boxes", two boxes opposite each "Round Number" (Rounds "1" through "5").
a. The number of boat units that can be placed in each box is listed in the box.
b. The Arab player sets up the Arab Deployment Chart by placing the appropriate number of boat units in each box. Note that most boxes allow some discretion as to what types and how many of each type of boat unit may be placed in it. Invert the boat units as they are placed in the boxes to prevent the Israeli player from knowing exactly what types of boat units are placed in each box.

2. ISRAELI DEPLOYEMNT CHART SET UP: After studying the inverted boat units on the Arab Deployment Chart, the Israeli player then sets up the Israeli Deployment Chart. There are two main columns on the Chart, one for the Egyptian Front and one for the Syrian Front. Similar to the Arab Deployment Chart, each column is divided into five boxes, two boxes opposite each Round Number. For each Round Number the total number of Israeli boat units is listed, but no information is printed in the ten individual boxes.
a. The Israeli player may place each Round's available boat units in any manner in either or both of the boxes opposite each Round Number. The Israeli player is not required to, and in fact cannot, place boat units in every box on his Deployment Chart.
b. The boat units are placed inverted in the boxes so that the Arab player will not know exactly what boat units are placed in each box.

III. STRATEGIC GAME SEQUENCE OF PLAY AND RULES OF PLAY

The Strategic Game starts when all set up on the Deployment Charts is completed. The Strategic Game is played in "Rounds". Each Round is divided into Segments, and may include up to two Battle Games. The Sequence of each Round is repeated until one side has won, or until all five Rounds are completed.

A. THE STRATEGIC DEPLOYMENT SEGMENT: During this Segment, boat units are moved from box to box on the Deployment Charts in preparation for Battle Games.

1. THE ARAB DEPLOYMENT PHASE: The Arab player must perform his deployments first. During this Phase, boat units may be moved from a box in one Round into a box of the same nationality (Syrian or Egyptian) in the next Round. *For example, there are five boat units available in the Egyptian Navy box on the first Round. Some, none, or all of these boat units may be moved into the Egyptian Navy box of the second Round.*
a. The boat units remain inverted, and the Israeli player is allowed to observe the changes (if any).
b. Boat units may be shifted from boxes in the current Round to boxes in the next Round. No shifts of more than one Round are permitted.
c. Arab boat units must always be in a box of the correct nationality. Egyptian boat units may never be placed in a box in the Syrian Navy column, and Syrian boat units may never be placed in a box in the Egyptian Navy column.

2. THE ISRAELI DEPLOYMENT PHASE: After the Arab player completes his Deployemnt Phase, the Israeli player performs his deployments. During this Phase, boat units may be moved from a box in one Round into a box in the next Round.
a. The boat units remain inverted, and the Arab player is allowed to observe the changes (if any).
b. Boat units may be shifted from boxes in the current Round to boxes in the next Round. No shifts of more than one Round are permitted.
c. Israeli boat units may be shifted to a box on a front different from the front of the box occupied in the current Round. *For example, an Israeli boat unit in the Egyptian Front box of the third Round could be shifted to either the Egyptian Front box or the Syrian Front box of the fourth Round.*

B. THE BATTLE SEGMENT: During this Segment of a Round individual "battles" are fought using the Battle Game Rules. Set up is the same as under the Battle Game Rules, except that the commander for each side is already decided, and the boat units to be used are determined by the boat units in the Round's boxes on the Deployment Charts.

1. THE ISRAELI–EGYPTIAN BATTLE: The Arab boat units in the Egyptian Navy box of the Arab Deployment Chart for the current Round will be used in a Battle Game against the Israeli boat units in the Egyptian Front box of the Israeli Deployment Chart for the current Round.
a. **BATTLE VICTORY:** Victory in this battle is decided by the rules given for determining the winner in the Battle Game Rules. The winner advances his Victories unit one box on the Victory Track on his Game Card. If the battle is a "draw", neither side may advance its Victories unit on their Victory Track.
b. **SURVIVING BOAT UNITS:** Any surviving boat units from the battle may be inverted and placed back on the appropriate Deployment Charts. These boat units are placed in boxes a number of Rounds from the current one that depends on the hits each boat has taken. The number of Rounds is listed under the "Return Rates" printed on the Deployment Charts. *For example, an Israeli boat unit with "50%" hits can be placed in a box three Rounds after the current one. Thus, an Israeli boat unit with "50%" hits that survived a first Round battle could be placed back on the Israeli Deployment Chart in a fourth Round box.* This lost time represents the time required for repair, rearmament, refueling, and maintenance. If the required number of Rounds brings a boat unit back beyond the fifth Round limit of a Strategic Game, the boat is out of play, although not counted as eliminated. Boat units placed back on the Deployment Charts are considered to be completely rearmed with missile units, and have all hits repaired (erase any recorded hits on the Boat Hit Record Sheet).

(1) Arab boat units replaced on their Deployment Chart must be placed in a box of the appropriate nationality (Egyptian or Syrian Navy).

(2) Israeli boat units replaced on their Deployment Chart may be placed in boxes on either or both fronts.

c. **AUTOMATIC VICTORIES:** Sometimes, no Battle Game will be fought as one or both sides has no boat units in the appropriate boxes on the Deployment Charts for the current Round.

(1) If one side has no boat units available for the battle, and the other side has at least one boat unit available, the side with the boat unit or units wins an Automatic Victory, and its Victories unit may be advanced one box on the Victory Track.

(2) If neither side has any boat units in the appropriate corresponding boxes on the Deployment Charts, the battle is a draw, and no Victories units are advanced on the Victory Tracks.

(3) Any unopposed boat unit is replaced on the Deployment Chart the same as if it were a surviving boat unit with "0'%" hits.

2. THE ISRAELI–SYRIAN BATTLE: This repeats all the procedures and rules covered by the Israeli– Egyptian Battle, except that the Syrian boat units in the Syrian Navy box of the current Round are used in a Battle Game against the Israeli boat units in the Syrian Front box of the current Round.

IV. STRATEGIC GAME VICTORY CONDITIONS – HOW TO WIN

A. The winner of a Strategic Game is the first player to win six Victories, that is, the first side to advance its Victories unit into the "6" box on its Victory Track.

B. If, after the conclusion of the fifth Round, neither side has six Victories, the side with the most Victories wins.

C. If both sides won the same number of Victories, the winner is the side which lost the fewest total points in the values of the eliminated boat units.

D. If both sides won the same number of Victories and lost the same point value in eliminated boat units, the Strategic Game is a draw.

THE OPTIONAL RULES

I. INTRODUCTION TO THE OPTIONAL RULES

Once players have mastered the Battle and Strategic Game Rules of *FAST ATTACK BOATS,* they may wish to try some or all of the rules found in these sections. Each section of the Optional Rules is separate, and can be used by itself or in conjunction with the other sections. The individual players may decide for themselves which of the Optional Rules to use.

II. THE THREE PLAYER STRATEGIC GAME

The Arab side is divided into the two Navies, and one player commands the Egyptian Navy while the other commands the Syrian Navy. These players each control their own units, and the third player still controls the entire Israeli Navy.

A. The two Arab players may converse regarding strategy during the Strategic Deployment Segments.

B. The two Arab players may not converse during the Battle Segments. During these Segments, each player is on his own, and no suggestions may be made by the other Arab player.

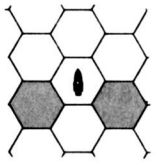
III. OPTIONAL ISRAELI BOAT MOVEMENT

This Option applies only to the Israeli boat units, whose crews were better trained and commanded. The Israeli player may expend the full Boat Movement Factor *or* one less than the full Boat Movement Factor when moving his boat units. The Arab player still must expend the full Boat Movement Factors when moving his boat units.

IV. OPTIONAL RAM COMBAT

This Option makes "ramming" harder to accomplish. The result of a Ram Combat is automatically a "Miss" unless the moving boat unit enters the Ram Combat hex from one of the two hexes (in relation to the opposing boat unit in the hex) shown in the diagram:

THE MOVING BOAT UNIT MUST ENTER THE RAM COMBAT HEX FROM ONE OF THE SHADED HEXES OR THE RESULT IS AN AUTOMATIC "MISS".



Entry from the shaded hexes shown above permits Ram Combat to be resolved as covered in the Battle Game Rules.

V. ALTERNATE BATTLE GAME VICTORY CONDITIONS

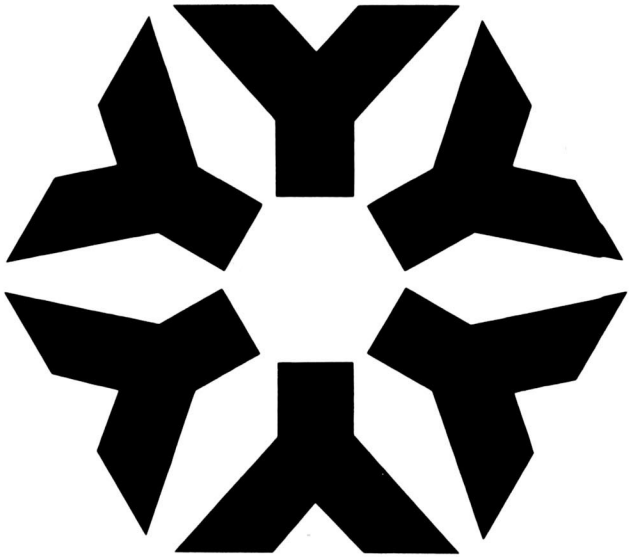
Players who lack the time for a full Strategic Game may still play a series of Battle Games that together constitute one complete game. The winner of a series of Battle Games is the player who wins the majority of the games played, i.e., two out of three or three out of five, etc.

BRIEF HISTORICAL SUMMARY

FAST ATTACK BOATS covers the Arab-Israeli Naval War of October, 1973 in a highly playable format. No attempt has been made to exactly duplicate the historical actions fought or the exact tactics used. The far superior Israeli tactics, leadership, and electronic countermeasures made the historical battles extremely one-sided, and exact historical accuracy would not provide much of a game.

Historically, the Israeli Navy won one of the most decisive and stunning victories by a weaker power in the history of sea warfare. Taking on the combined Arab navies, the Israeli Navy sank thirteen "Osa" and "Komar" class missile boats, one torpedo boat, one "T-43" minesweeper, and numerous commando craft, damaged several other vessels, and bombarded Arab port facilities while losing not one single vessel of their own.

If the Arab powers had been able to gain control of the sea, they could have disrupted the flow of supplies to Israel, which could have meant disaster for the hard-pressed Israeli Army. As it was, the Israeli forces carried out a successful defense, and were finally able to counterattack. Thus, the naval actions had a critical effect on the eventual outcome of the war.



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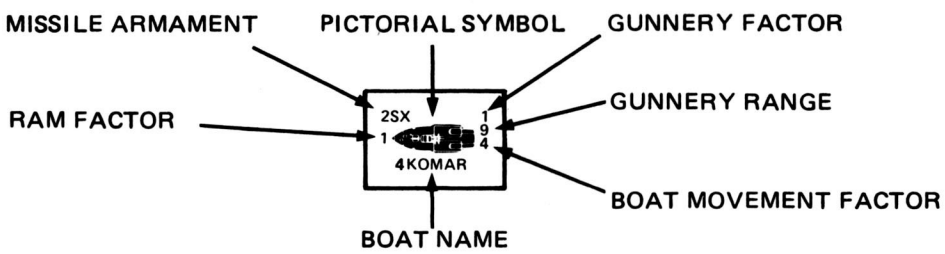
To receive an answer, rules questions *must* be accompanied by a stamped, self-addressed envelope. Questions should be phrased so they can be answered with a "yes" or "no", or other very short answer.

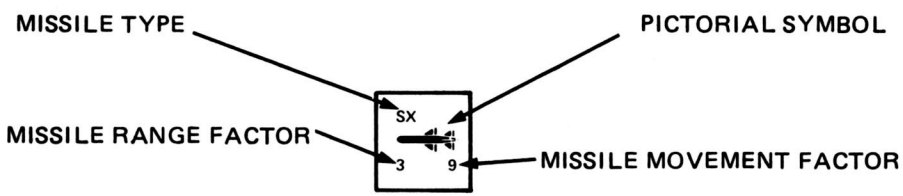
BOAT HIT RECORD SHEET

EGYPTIAN NAVY	SYRIAN NAVY	ISRAELI NAVY
1 Komar	1 Komar	Acco
2 Komar	2 Komar	Eilat
3 Komar	3 Komar	Gaash
4 Komar	4 Komar	Haifa
5 Komar	5 Komar	Hanit
6 Komar	6 Komar	Herev
7 Komar	1 Osa	Hetz
1 Osa	2 Osa	Keshet
2 Osa	T-43	Misgav
3 Osa	1 P4	Mivtach
4 Osa	2 P4	Miznak
5 Osa	3 P4	Reshef
6 Osa	4 P4	Saar
7 Osa	5 P4	Soufa
8 Osa	6 P4	
9 Osa	7 P4	
10 Osa	8 P4	
11 Osa	9 P4	
12 Osa	10 P4	
	11 P4	
	12 P4	
	13 P4	
	14 P4	
	15 P4	
	16 P4	

THE BATTLE GAME SEQUENCE OF PLAY

A. The Boat Movement Phase
   1. The Arab Boat Movement Step
   2. The Israeli Boat Movement Step
B. The Gunnery Combat Phase
C. The Missile Movement Phase
   1. The Arab Missile Movement Step
   2. The Israeli Missile Movement Step
D. The Missile Hit Phase





ARAB DEPLOYMENT CHART

VICTORY TRACK	ROUND NO.	EGYPTIAN NAVY	SYRIAN NAVY
1	1	5 Boats	1 or 2 Komar and/or Osa Boats, up to 4 P4 Boats.
2	2	3 or 4 Boats	1 or 2 Komar and/or Osa Boats, up to 4 P4 Boats.
3	3	3 or 4 Boats	T-43 Boat, 1 Osa or Komar Boat, up to 4 P4 Boats.
4	4	3 or 4 Boats	1 or 2 Komar and/or Osa Boats, up to 3 P4 Boats.
5	5	4 Boats	1 or 2 Komar and/or Osa Boats, up to 3 P4 Boats.
6		EYPTIAN RETURN RATES 0-30% : 2 Rounds. 40-60% : 3 Rounds. 70-90% : 4 Rounds.	SYRIAN RETURN RATES 0-20% : 2 Rounds. 30-50% : 3 Rounds. 60-70% : 4 Rounds. 80-90% : Out of game.

COMBAT RESULTS TABLES

RESULTS		MISSILES ⓐ					GUNNERY ⓒ			ⓑ	RESULTS	
		M1	M2	SX1-2	SX3	TORP	1	2	3	RAM		
	Miss	11-43	11-34	11-52	11-61	11-56	11-36	11-26	11-16	11-43	Miss	
HITS	10%	---------	---------	---------	---------	---------	41-66	31-46	21-36	44-46	10%	HITS
	20%	---------	---------	---------	---------	---------	---------	51-66	41-56	---------	20%	
	30%	44-46	---------	53-54	62	---------	---------	---------	61-66	---------	30%	
	40%	51-52	35-41	55	63	---------	---------	---------	---------	---------	40%	
	50%	---------	---------	56-61	---------	---------	---------	---------	---------	---------	50%	
	60%	53-54	42-45	62	64	---------	---------	---------	---------	51-53	60%	
	80%	55-61	46-52	63-64	65	---------	---------	---------	---------	54-56	80%	
	Sunk	62-66	53-66	65-66	66	61-66	---------	---------	---------	61-66	Sunk	

ⓐ Any Missile hit sinks a P4 boat unit.
ⓑ Add or subtract Ram Factor differences from colored die number.
ⓒ Double the % of Gunnery hits on P4 boat units.

HIT EFFECTS CHART	
0-40%	No Effects.
50-60%	-1 Movement Factor.
70%	-1 Movement Factor, -1 Gunnery Factor.
80-90%	-2 Movement Factors, -1 Gunnery Factor.
100%+	Boat sunk, eliminated from game.

ARAB BOAT POINT VALUES	
Komar	7 Points
Osa	10 Points
P4	3 Points
T-43	3 Points

ARAB GAME CARD

ISRAELI DEPLOYMENT CHART

VICTORY TRACK	ROUND NO.	TOTAL BOATS	EGYPTIAN FRONT	SYRIAN FRONT
1	1	5 Boats		
2	2	4 Boats		
3	3	KESHET		
4	4	2 Boats		
5	5	2 Boats		
6				

ISRAELI RETURN RATES
0-40% : 2 Rounds.
50-70% : 3 Rounds.
80-90% : 4 Rounds.

COMBAT RESULTS TABLES

RESULTS		MISSILES ⓐ					GUNNERY ⓒ			ⓑ	RESULTS	
		M1	M2	SX1-2	SX3	TORP	1	2	3	RAM		
	Miss	11-43	11-34	11-52	11-61	11-56	11-36	11-26	11-16	11-43	Miss	
HITS	10%	---------	---------	---------	---------	---------	41-66	31-46	21-36	44-46	10%	HITS
HITS	20%	---------	---------	---------	---------	---------	---------	51-66	41-56	---------	20%	HITS
HITS	30%	44-46	---------	53-54	62	---------	---------	---------	61-66	---------	30%	HITS
HITS	40%	51-52	35-41	55	63	---------	---------	---------	---------	---------	40%	HITS
HITS	50%	---------	---------	56-61	---------	---------	---------	---------	---------	---------	50%	HITS
HITS	60%	53-54	42-45	62	64	---------	---------	---------	---------	51-53	60%	HITS
HITS	80%	55-61	46-52	63-64	65	---------	---------	---------	---------	54-56	80%	HITS
HITS	Sunk	62-66	53-66	65-66	66	61-66	---------	---------	---------	61-66	Sunk	HITS

ⓐ Any Missile hit sinks a P4 boat unit.
ⓑ Add or subtract Ram Factor differences from colored die number.
ⓒ Double the % of Gunnery hits on P4 boat units.

HIT EFFECTS CHART	
0-40%	No Effects.
50-60%	-1 Movement Factor.
70%	-1 Movement Factor, -1 Gunnery Factor.
80-90%	-2 Movement Factors, -1 Gunnery Factor.
100%+	Boat sunk, eliminated from game.

ISRAELI BOAT POINT VALUES	
Keshet, Reshev	25 Points
Misgav, Mivtach, Miznak	7 Points
Acco, Eilat, Haifa	20 Points
Gaash, Hanit, Herev, Hetz, Saar, Soufa	15 Points

ISRAELI GAME CARD

FAST ATTACK BOATS™

2200

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2SX 1 1 9 4 4 KOMAR	2SX 1 1 9 4 5 KOMAR	2SX 1 1 9 4 6 KOMAR	2SX 1 1 9 4 7 KOMAR	4SX 2 2 9 3 1 OSA	4SX 2 2 9 3 2 OSA	2T 0 0 0 5 3 P4
4SX 2 2 9 3 3 OSA	4SX 2 2 9 3 4 OSA	4SX 2 2 9 3 5 OSA	4SX 2 2 9 3 6 OSA	4SX 2 2 9 3 7 OSA	4SX 2 2 9 3 8 OSA	2T 0 0 0 5 4 P4

4SX 2 2 9 3 9 OSA	4SX 2 2 9 3 10 OSA	4SX 2 2 9 3 11 OSA	4SX 2 2 9 3 12 OSA	2T 0 0 0 5 5 P4	2T 0 0 0 5 6 P4	2T 0 0 0 5 7 P4	2T 0 0 0 5 8 P4		
2T 0 0 0 5 9 P4	2T 0 0 0 5 10 P4	2T 0 0 0 5 11 P4	2T 0 0 0 5 12 P4	2T 0 0 0 5 13 P4	2T 0 0 0 5 14 P4	2T 0 0 0 5 15 P4	2T 0 0 0 5 16 P4	T 2 5	T 2 5
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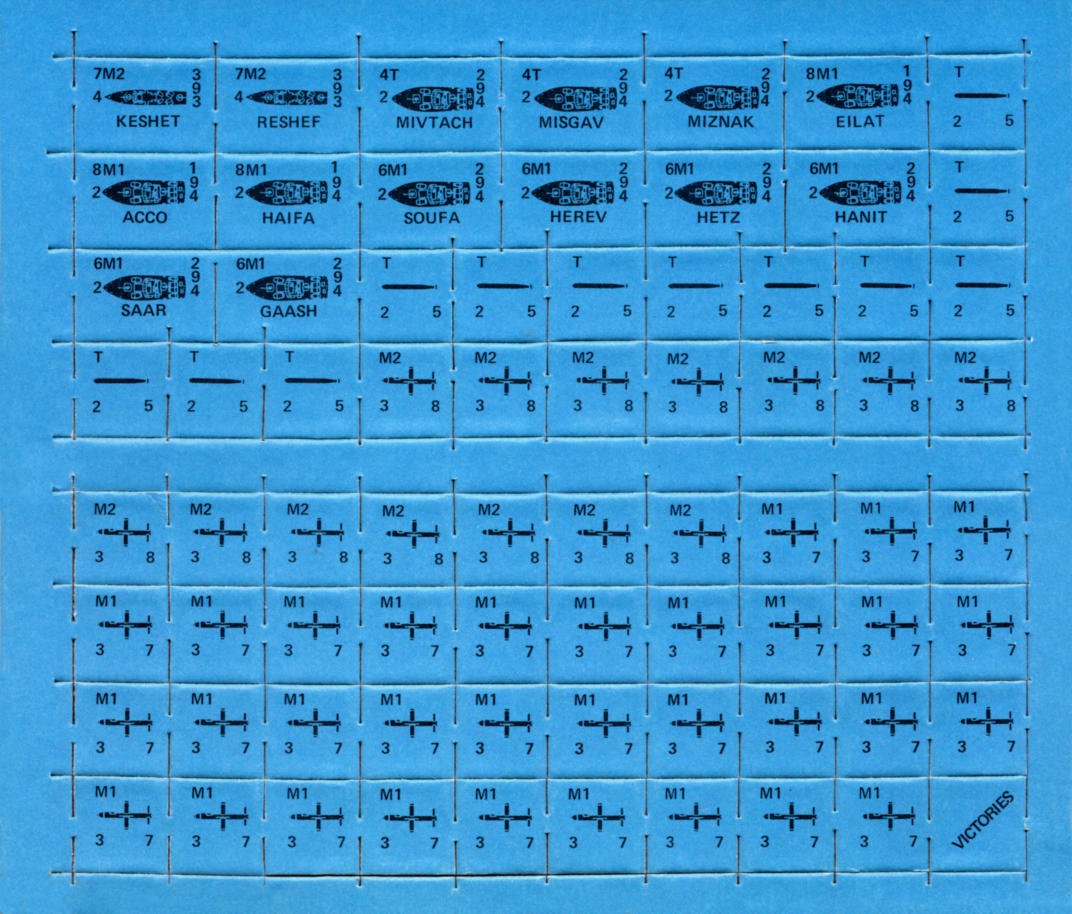
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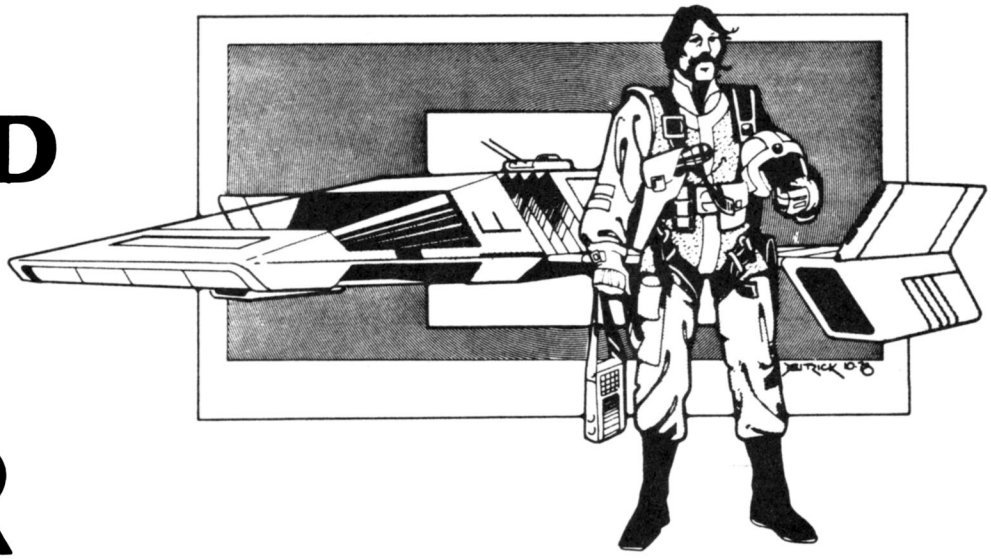
FANTASY AND SCIENCE FICTION GAMERS —

CLIMB ABOARD

THE

SPACE GAMER



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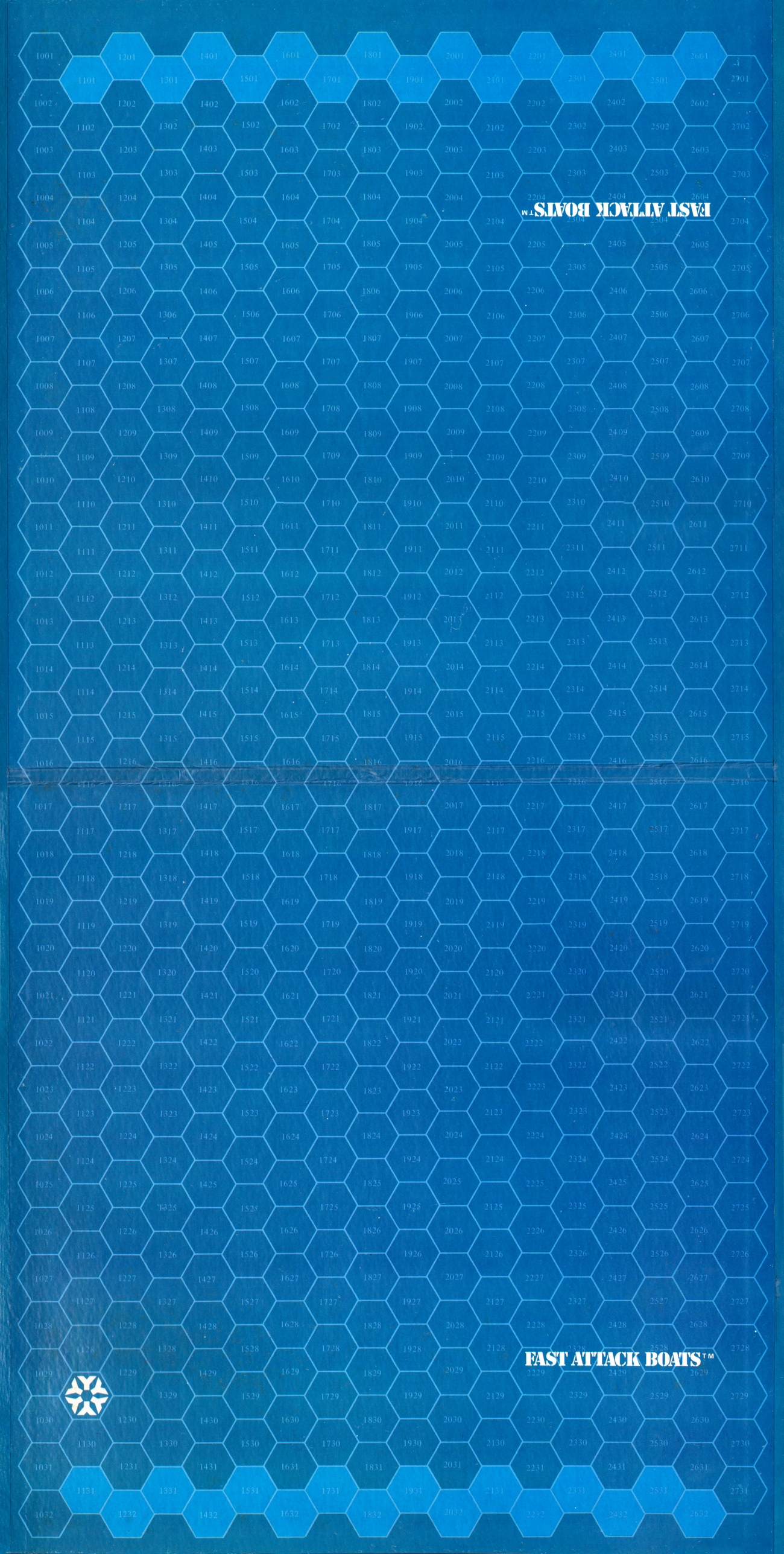
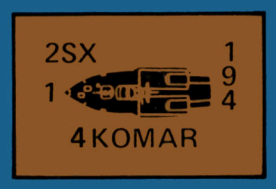

FAST ATTACK BOATS™
FAST ATTACK BOATS™

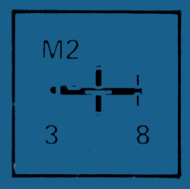
You stare at the glowing green dots on the radar screen that are in reality enemy ships searching for you. Missiles are locked on and tracking. The crew on the bridge waits for the word to launch. Too soon and you've wasted valuable missiles. Too late and you might not get a chance to launch. The decision is yours because you command the . . .

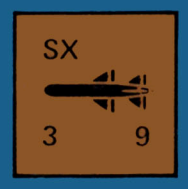
NOT A PHONOGRAPH RECORD • ALBUM • game only

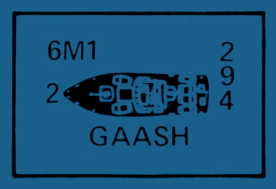
FAST ATTACK BOATS™

A GAME OF THE ARAB-ISRAELI NAVAL WAR-1973









Components: The game components include a 12" by 24" mapboard mounted on the inside of the album jacket, an Arab and an Israeli Game Card, 179 die cut unit counters, and two resealable plastic bags for storing and sorting the pieces.

Scale: Abstract, but each unit represents an individual Boat or Missile.

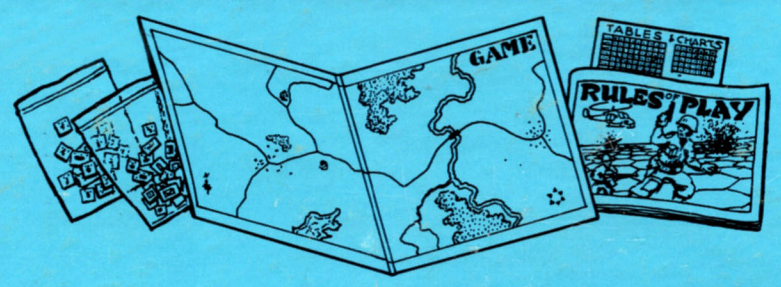
Number of Players: Two to Three.

Average Playing Time: 15-30 minutes (Battle Game), 3 hours (Strategic Game).

Complexity: All wargames by their very nature are the most complex of games. In most cases the complexity a player wishes in a wargame depends on hobby experience and interest in the game topic. Yaquinto publishes a line of games of varying complexity and detail to suit all wargaming interests. Compared to other wargames, the level of complexity of this game is rated as follows:

- [x] LEVEL ONE: This game is designed to provide new players with a game that is easy to learn and play, and to provide experienced players with fast and fun competition. It is high in playability, challenging to play, but low in simulation detail.
- [ ] LEVEL TWO: This game falls in the lower end of average wargame complexity, being fairly easy to master, but having fairly detailed mechanics.
- [ ] LEVEL THREE: This game falls in the upper end of average wargame complexity, requiring time to master and having detailed mechanics.
- [ ] LEVEL FOUR: This game is designed for experienced players and is very complex and detailed in its treatment. Recommended for veteran players with a high interest in the subject matter.

FAST ATTACK BOATS is based on the Arab-Israeli naval war of October, 1973. Easy to learn, fast and fun to play, **FAST ATTACK BOATS** is two games in one. The Battle Game allows players to select small squadrons for evenly-matched tactical engagements. The Strategic Game allows players to match the small but efficient Israeli fleet against the much larger, but clumsy, combined fleets of Egypt and Syria in a series of battles where strategic planning is as important as tactical expertise.



Dice not included.

THE ALBUM GAMES™ FEATURES

Each Album Game contains a colorful map mounted on the inside of the "record jacket", a sheet of "sturdy" colored, die-cut counters, two plastic 'zip-lock' bags designed to assure flat storage of the counters, and easy-to-use rules and play aids. Pieces and rules are stored in the two pockets of the Album and the entire game package is less than a half-inch thick. Convenient, durable, and entertaining!